

Tank Addition

by Pyramid Software, S.A.
for the John Sands Sega SC3000 Computer

Minimum System Sega SC3000, 16K RAM minimum required

How to play TANK ADDITION

Five enemy tanks have burst onto the battlefield, in front of your own single tank. You must defend your fighting front from attack!

Move your tank with the **up** and **down** arrow keys. Take aim on an enemy tank, type in the firing code (answer the sum) and press the **spacebar** to fire. **Zap!** Your bolt hits the enemy! It explodes in a cloud of smoke. But watch out for the next wave of tanks. They come faster and deadlier.

Getting the most out of the game

(Suggestions for parents and teachers)

TANK ADDITION was originally designed for use in a **Primary School** in South Australia. It was found to be successful in helping children learn addition facts. As well, a noticeable improvement in children's own attitudes towards themselves as learners was observed in many cases.

Based on our experience, we recommend the game should be played **every day** for best results. To ensure children keep a high level of interest, we suggest no more than three games at one sitting. A record should be kept of skill levels and scores attained so children can see the progress they make.

Other games in the **MATHS BLASTER** series include:
Satellite Subtraction, Marauding Multiplication, Demon Division

A computer based learning activity by Dean Hodgson

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Tape loading instructions

For John Sands Sega SC3000 Personal Computer

1. Connect computer as shown on the user instruction card and insert BASIC cartridge

2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer
3. Switch the computer on
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin
8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap

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